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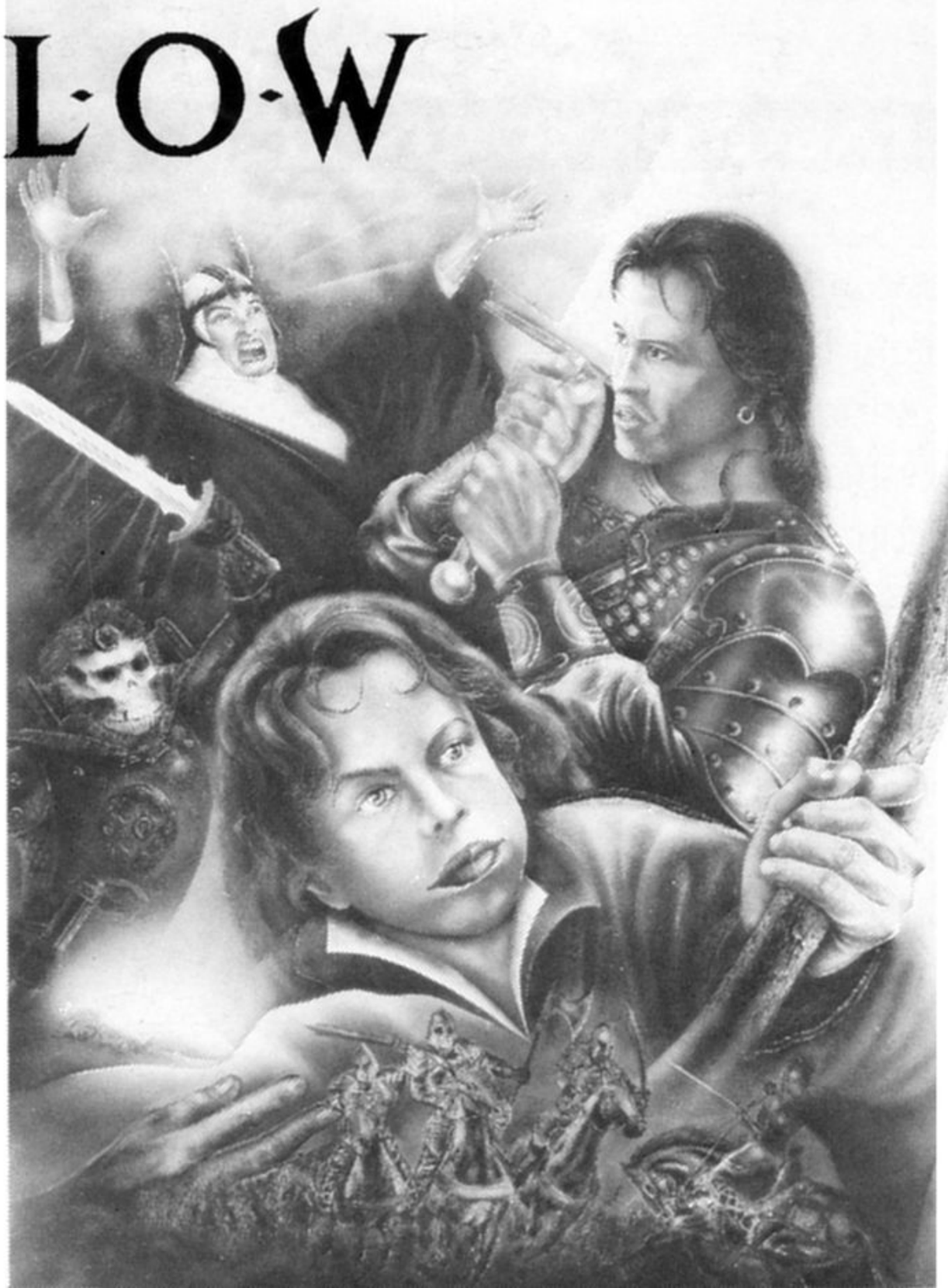

NES-WI-USA★

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A Special Message From

Thank you for selecting the adventure packed **WILLOW™**. . . One of our exclusive family of computer/home video games from CAPCOM's **Captain Commando™ "Challenge Series."**

WILLOW™, created by CAPCOM™. . . premier world-wide arcade game designer... features colorful, high resolution graphics.

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Nintendo ENTERTAINMENT SYSTEM®

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

Captain Commando

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continous game playing. This will extend the performance of your GAME PAK.**

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

GETTING STARTED

Insert the **WILLOW** GAME PAK and turn on your Nintendo Entertainment System. The title page will appear with background information about the story. Press start and follow the instructions to load the game. If you have not played the game before, press start and your adventure will begin in the land of the Nelwyns. If you have played before, go to the password section and the correct password will allow you to begin close to where you left off before.

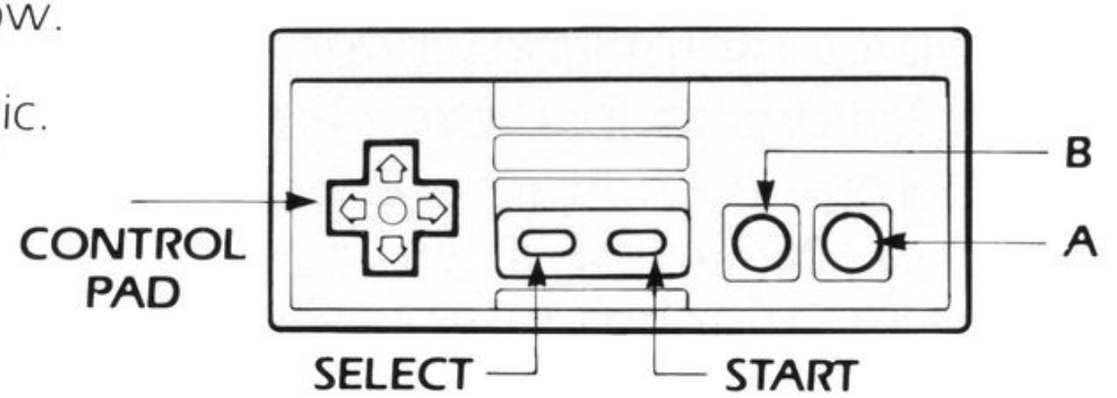
CONTROLLER

NAMES OF CONTROLLER PARTS & OPERATING INSTRUCTIONS

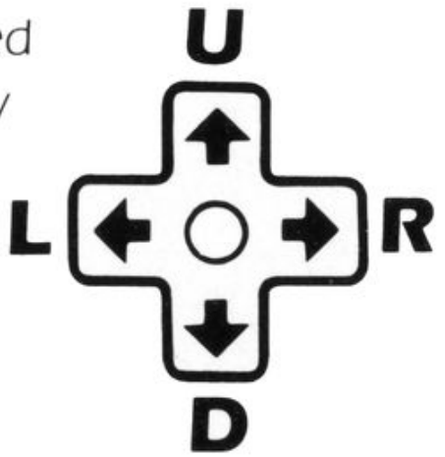
Controller #1 — Moves Willow.

Button A: Uses available magic.

Button B: Uses available sword.



Control Pad:
Each tip is imprinted with letter to show direction or movement:



Four Separate Action Tips
Pressing any of four tips moves you and player moves that direction.

◄ Moves Willow left.

► Moves Willow right.

▲ Moves Willow upward.

▼ Moves Willow down.

CONTROLLING WILLOW

Throughout the game Willow will be collecting several weapons, shields, magical devices, and special items. He needs to use these to defend himself on his mission. To access any item:

1. Press start.
2. Select either: sword, shield, magic, or item.
3. Press A.
4. Select the item that you wish to be armed with by putting it in the brackets.
5. Press A or B.
6. The item in use will be next to the category that you chose it from.
7. Return to the game by pressing start.

Willow must be shown carrying a sword or holding a shield in order to use them. He must also have a magic device "loaded" in order to operate it.

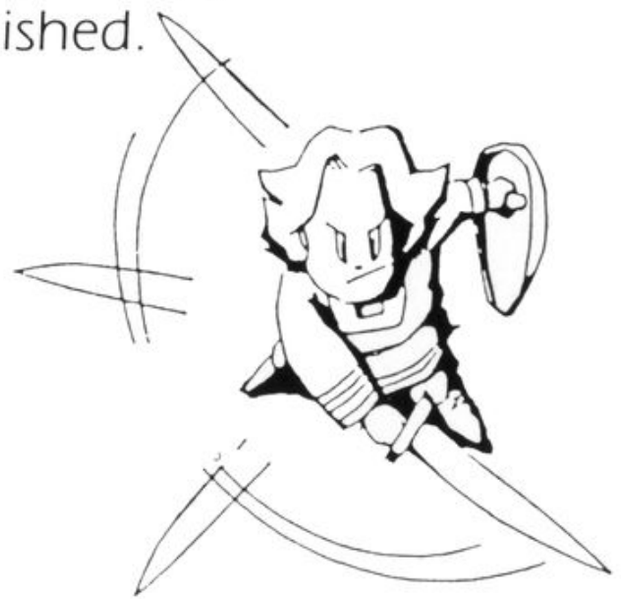
CONTROLLING WILLOW (cont'd)

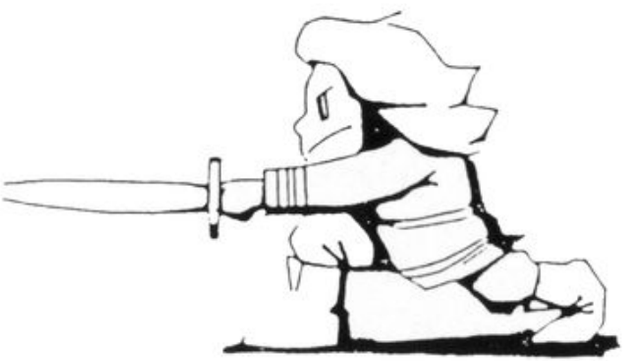
There are two sword attacks that Willow can use.

The first is a jab or stabbing attack. To do this, press the B button while pressing the control pad in the direction that you wish to attack.

The other sword move is a slashing swipe of the blade. This happens when the B button is pressed while Willow is stationary.

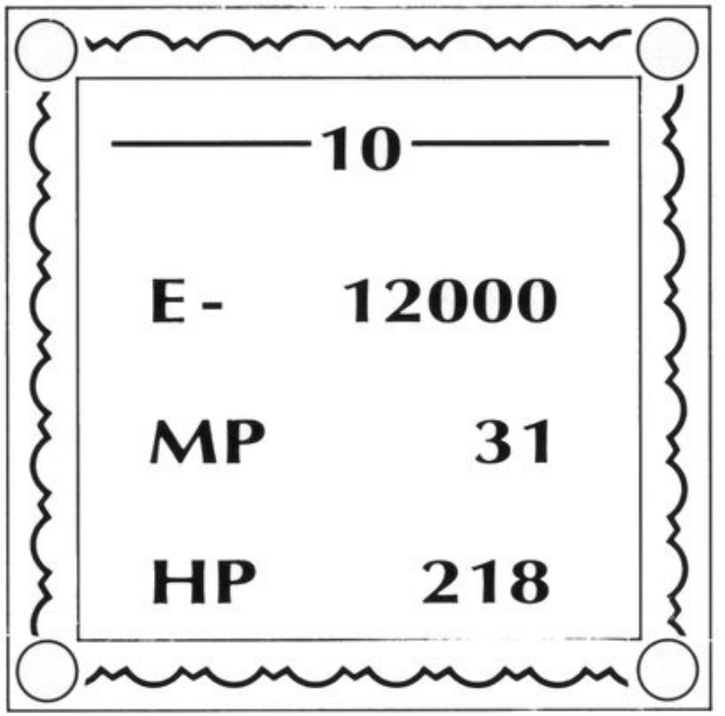
Once a magic item device is loaded it can be fired by pressing the A button. Every magic item uses Magic Points (shown on the play screen as MP). Be careful, once you have used up your available magic points, you will not be able to use any magic until they are replenished.





ENERGY SCREEN

This screen appears while the game is in progress. The number at the top of the screen tells you what Willow's level is. The more enemies that he fights, the higher the level gets.



EXP stands for experience points. Various encounters and battles will raise his experience points.

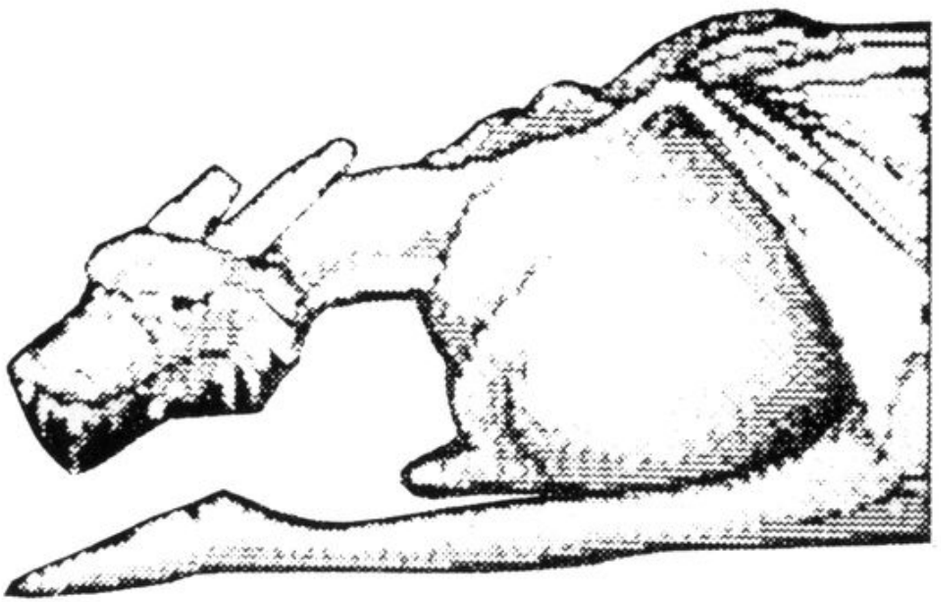
HP stands for health points. If the total reaches zero, Willow dies (the game is over). These points can be renewed by visiting friendly people and places in the game.

MP stands for magic points. If the total reaches zero, Willow will not be able to use any magic. These points can also be renewed by visiting friendly people and places.

STATUS SCREEN

Information here is the same as the Energy screen, but more detailed. The numbers to the right side of Level, Exper, HP, and MP are the maximum amounts that the character has earned so far. The numbers on the left are the current totals.

"STR", "DEF", and "AGI" are status indicators for swords, shields, and magic devices. They stand for strength, defense, and agility.



THE WILLOW STORY

It is a time of great turmoil to the world. Bavmorda, a former messenger from the Spirit of the Skies, has turned towards evil. Her plan is to rule the world through her twisted magics. Her force is incredible and her armies are unstoppable. She even dared to transform Fin Raziel, the messenger from the Spirit of the Earth, into a small animal. Bavmorda believes that there is no one that can stop her.

But she had not heard of the tribe of the Nelwyns. There had been a prophecy among these people that one of their tribe would help lead the world out of its darkest hour. The High Aldwyn, the wizard of the Nelwyn tribe, recognized Willow Ufgood as the chosen one. The adventure begins for Willow as he leaves his family and friends and sets out to stop all of the evil that Bavmorda has created.

ITEMS

Swords: There are many different types of swords that Willow will obtain in his travels. Each of them have their own strengths and weaknesses. The best strategy is to experiment with the swords that he has to determine which will work best against each of his foes.

Shields: There are also a variety of shields that Willow can collect during his journey. They all provide defense against his enemies, yet again, some are better equipped to defend him than others.

Magical Devices: There are several magical spells, weapons, and healing items that will allow Willow to defend and heal himself. They can only be used one at a time, however, and they all use up Magic Points.

Special Items: These, once collected, are always in the possession of Willow. He will be able to use their powers repeatedly without using up Magic Points. Many of the enemies that he will face will ask him to find the various items throughout the game.

CHARACTERS OF THE GAME

WILLOW: The hero and player character of the game. Willow Ufgood was a farmer in the Nelwyn village before the High Aldwyn asked him to help rid the world of Bavmorda's evil magic. His experience as a fighter and a sorcerer shall grow as he sets out on his quest.

MADMARTIGAN: Warrior of the Daikini Clan that has the same purpose as Willow. If you meet up with him during your journey he will be a strong ally. Madmartigan is a great swordsman.

SORSHA: Bavmorda's daughter. Willow must find a way to turn Sorsha away from her mother and aid him in destroying the evil in the world.

BROWNIES: A comical pair that suddenly appear during Willow's journey. Franjean and Rool will help Willow with important information.

FIN RAZIEL: A messenger from the Spirit if the Earth. Trapped in the form of an opposum, Fin Raziel needs Willow's help to change her back to her human form. Once changed, she can aid in the battle to overthrow the wicked Bavmorda.

GENERAL KAEL: The strongest of Bavmorda's warriors. Willow must find a way to defeat the General before he can defy the evil Queen.

CHARACTERS OF THE GAME (cont'd)

TROLL: These horrible half-man, half-monsters will eat anything. Including wandering adventurers. Willow hates trolls more than any of the monsters in the wilds.

PO: A large bird creature that is the pet of an old woman. He is a friend of Willow and can aid him in a special way.

WILLOW

MADMARTIGAN

SORSHA

BROWNIES

GENERAL KAEL

FIN RAZIEL

TROLL

PO

HINTS AND POINTS TO REMEMBER

Willow can only walk on the pathways.

To continue dialog with people or creatures, press the A or B buttons.

When Willow is in the wilderness, the monsters will appear when the wind begins to blow.

You can walk through the ghosts as they are splitting into more ghosts.

Many creatures are best avoided instead of fought.

Willow must be at least 13th level to change Fin Raziel back to human.

HINTS/SCORING/MEMO

Game Counselors available 8 a.m. to 5 p.m. PST at (408) 727-1665

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: (408) 727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Pak, and return your Pak freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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